Rock, Paper, Scissors, Lizard, Spock plan:

Step 1: Display the rules of the game

Step 2: Ask how many human players will be playing

Step 3: Ask if the player wants to play against a person or the computer?

Step 4: ask what gestures (r,p,s,l,s) the player wants to use

Step 5: Compare gestures to find out which one beats the other

Step 6: Add win count to winner

Step 7: Once counter reaches two, winner is declared (best 2 of 3)

Step 8: End current game

Step 9: Ask player if they would like to play again at end of game?

Classes

Game run

Player(parent)

AI (child player)

Human (child player)